

AI-Augmented Systems Engineer and Lead Game Developer with 9+ years across online games, backend services, mobile applications, databases, and infrastructure. AI coding agents generate most implementation code in recent work; I own system design, task decomposition, domain constraints, verification, integration, human approval gates, and release decisions.

AI technical direction Turn intent into architecture, constraints, acceptance criteria, and executable agent tasks.	Evidence-led verification Review critical paths, test real workflows, challenge assumptions, and use runtime evidence.	Cross-layer ownership Reason across product, client, server, data, deployment, operations, and human risk.
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PROFESSIONAL EXPERIENCE

Lead Game Developer — EchoBlitz Studio Co., Ltd. Apr 2026 – Present
Zone4 Extreme · Bangkok, Thailand

- Direct AI-generated implementation across gameplay, progression, quests, events, C++ client/server behavior, Lua/CEGUI UI, databases, tools, platform services, and production operations.
- Investigate hard-to-reproduce synchronization, movement, combat, state-recovery, login, and runtime defects by correlating client behavior, server state, logs, and SQL data.
- Contribute to battle-server architecture and performance investigations for a larger multiplayer mode targeting up to 96 concurrent players; describe this as a target, not a shipped scale claim.
- Define architecture, constraints, acceptance criteria, review evidence, real-workflow tests, and human approval gates for consequential changes.
- Modernize NifSkoPe 2026 into a more capable scene/asset workflow and design AI-driven CI/CD spanning development, build, packaging, and deployment.

Senior Game Developer — Electronics Extreme Co., Ltd. Dec 2023 – Mar 2026
Zone4 Extreme · Bangkok, Thailand

- Worked across gameplay, client/server behavior, data, tooling, production diagnosis, and live operations before moving to EchoBlitz Studio on 1 April 2026.

Programmer — MSOFT Company Limited Apr 2020 – Nov 2023
Game, mobile, computer-vision, metaverse, and native iOS delivery

- Worked on *Into The Haze*, a PC survival game built with Unreal Engine and released on Steam in 2021.
- Developed a Flutter emergency-care platform with ambulance requests, location tracking, and realtime video communication workflows.
- Built Unity systems for Phantasy Aces and related multiplayer/web3 experiments, including game flows and asset/token-generation work.
- Developed Calorize, an Android TV exercise game using webcam input, OpenCV, and TensorFlow-based movement detection.
- Delivered Unreal Engine 5 metaverse features and native iOS media-player, photo-editing, and cloud-upload features as outsourced work for True Digital.

Full Stack Developer — Nextgen Solution Co., Ltd. Jul 2019 – Mar 2020

- Developed a Laravel CMS platform and a financial/lending web application.
- Created reusable Laravel, JavaScript, and UI components and a resumable large-dataset Excel export workflow.

Game Developer — Electronics Extreme Jun 2018 – Jun 2019

- Developed Unity gameplay and multiplayer systems for Poring Destiny, a production project cancelled before release.
- Developed Project ROBA, a Unity mobile MOBA, and contributed to internal research and development.

DevOps Engineer — Opsta Jul 2017 – May 2018

- Set up Kubernetes workloads and Helm deployment configuration; implemented Docker and CI/CD workflows with Jenkins, GitLab, and GitLab CI.
- Configured AWS load balancing and container storage for an on-site client environment.

Selected Projects

Evidence-backed engineering work

portfolio.3d.in.th
Updated August 2026

CURRENT & INDEPENDENT ENGINEERING

Zone4 Live Multiplayer Engineering

C++ · Lua · SQL · Gamebryo

Current professional work on an actively operated online action-fighting game.

- Work across gameplay, UI, network state, battle services, platform boundaries, databases, and live operations rather than treating each component in isolation.
- Use production logs, data, runtime behavior, and code-path analysis to diagnose cross-layer defects and evaluate multiplayer scaling decisions.

NifSkoPe 2026 — Game Asset Editor Modernization

C++ · Qt · OpenGL · DirectX 9

Major modernization work on the open-source NifSkoPe editor, with public release artifacts and source history.

- Built artist-facing hierarchy and inspector workflows, asset workspaces, multi-object transforms with undo/redo, imports and caching, animation editing, diagnostics, and signed auto-update tooling.
- Balanced modern editing expectations with compatibility constraints from older game asset and rendering pipelines.

FALINDA Marketplace Platform

Vue · Node.js · Express · MongoDB

Web, API, and operations systems behind a live C2C marketplace whose customer product spans web, iOS, and Android.

- Stewarded public shopping, search, brands, seller profiles, listings, favorites/following, notifications, community, and media workflows.
- Supported seller onboarding, identity review, credits, promotions, moderation, support, reporting, email monitoring, and permission-aware back-office operations.

Boss Assistant — AI Front Desk for a Game Team

React · TypeScript · Fastify · PostgreSQL · OpenAI

Internal decision-support workspace for answering project questions, collecting requirements, estimating work, and escalating uncertainty.

- Combined grounded Markdown retrieval, live task data, feature intake, prompt/knowledge versioning, shared text and voice history, attachment review, and human escalation.
- Designed explicit fallback and escalation behavior for cases where the available evidence cannot support a confident answer.

Mount Drive Lite

Node.js · Express · SQLite · Docker

Lightweight self-hosted file manager mapping web and agent access directly to mounted storage.

- Built per-user virtual paths, quotas and file policies, concurrent uploads, grid/list file-type views, scoped API keys, path/symlink escape controls, and agent-readable OpenAPI documentation.

ADDITIONAL INDEPENDENT WORK

Independent development has run in parallel since 2015, including an AI operations assistant, software licensing, enterprise mobile approval, a Royal Irrigation Department virtual exhibition, event applications and sensor installations, fulfillment platforms, Unity/Flutter/Arduino/Raspberry Pi prototypes, and computer-vision experiments. A searchable 63-video public evidence archive is available on the portfolio.

TECHNICAL CAPABILITY

Online games	C++, C#, Lua, Unity, Gamebryo, Unreal Engine, client/server architecture, gameplay, synchronization, live operations
Backend/platform	Node.js, TypeScript, JavaScript, Express, Fastify, REST, Socket.IO, WebRTC, PHP/Laravel, Go
Mobile/frontend	Flutter, Dart, Swift/SwiftUI, Kotlin/Android, Vue, React, iOS and Android delivery
Data/infrastructure	SQL Server, MySQL/MariaDB, MongoDB, Redis, PostgreSQL, Docker, Kubernetes, Helm, Nginx, AWS, Git, CI/CD
AI engineering	AI coding agents, architecture, task decomposition, domain constraints, code review, test design, human-in-the-loop controls, release verification

EDUCATION & LANGUAGES

Bachelor's in Information Technology — Multimedia & Game

Apr 2014 – Nov 2018

King Mongkut's Institute of Technology Ladkrabang, Bangkok

Languages Thai — native · English — professional working proficiency